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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
09/762,952	03/12/2001	Atsushi Hayashi	108613	1943

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Oliff & Berridge  
PO Box 19928  
Alexandria, VA 22320

EXAMINER

CAO, HUEDUNG X

ART UNIT PAPER NUMBER

2821

DATE MAILED: 10/19/2004

Please find below and/or attached an Office communication concerning this application or proceeding.

## Office Action Summary

**Application No.**

09/762,952

**Applicant(s)**

HAYASHI, ATSUSHI

**Examiner**

Huedung X Cao

**Art Unit**

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-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --  
**Period for Reply**

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If the period for reply specified above is less than thirty (30) days, a reply within the statutory minimum of thirty (30) days will be considered timely.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

### Status

- 1) ☒ Responsive to communication(s) filed on 07/09/04.
- 2a) ☐ This action is **FINAL**. 2b) ☒ This action is non-final.
- 3) ☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

### Disposition of Claims

- 4) ☒ Claim(s) 1-41 is/are pending in the application.
- 4a) Of the above claim(s) \_\_\_\_\_ is/are withdrawn from consideration.
- 5) ☐ Claim(s) \_\_\_\_\_ is/are allowed.
- 6) ☒ Claim(s) 1-41 is/are rejected.
- 7) ☐ Claim(s) \_\_\_\_\_ is/are objected to.
- 8) ☐ Claim(s) \_\_\_\_\_ are subject to restriction and/or election requirement.

### Application Papers

- 9) ☐ The specification is objected to by the Examiner.
- 10) ☐ The drawing(s) filed on \_\_\_\_\_ is/are: a) ☐ accepted or b) ☐ objected to by the Examiner.  
Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).  
Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).
- 11) ☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

### Priority under 35 U.S.C. § 119

- 12) ☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).
- a) ☐ All b) ☐ Some \* c) ☐ None of:
- ☐ Certified copies of the priority documents have been received.
  - ☐ Certified copies of the priority documents have been received in Application No. \_\_\_\_\_.
  - ☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).
- \* See the attached detailed Office action for a list of the certified copies not received.

### Attachment(s)

- |  |   |
|--|---|
| 1) <input checked="" type="checkbox"/> Notice of References Cited (PTO-892)  | 4) <input type="checkbox"/> Interview Summary (PTO-413)<br>Paper No(s)/Mail Date. _____ |
| 2) <input type="checkbox"/> Notice of Draftsperson's Patent Drawing Review (PTO-948)                                   | 5) <input type="checkbox"/> Notice of Informal Patent Application (PTO-152)             |
| 3) <input type="checkbox"/> Information Disclosure Statement(s) (PTO-1449 or PTO/SB/08)<br>Paper No(s)/Mail Date _____ | 6) <input type="checkbox"/> Other: _____  |

## DETAILED ACTION

### ***Claim Rejections - 35 USC § 103***

1. The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

(a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negated by the manner in which the invention was made.

2. Claims 1-42 are rejected under 35 U.S.C. 103(a) as being unpatentable over NAGLE (6,067,096) in view of MOORE et al. (Collision Detection and Response for Computer Animation).

As per claim 1, Nagle teaches the claimed "an image generation system" comprising: "a memory which stores a program and data for image generating" (Nagle, system memory 404); "at least one processor which is connected to the memory and performs processing for image generating, the processing performing generating a motion of an object formed by a plurality of parts" (Nagle, central processor 402, and figure 2A, body as a combination of joint parts), "by moving an Nth part through a physical simulation based on the hit information" (Nagle, column 8, lines 14-59) and "sequentially transmitting the hit information to the N+1th, N+2th, N+3th, ... parts so that the N+1th, the N+2th, the N+3th, ... parts are sequentially moved through a physical simulation based on the transmitted hit information" (Nagle, column 11, lines 7-30); and "generating an image including an image of the object on which the motion is

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generated" (Nagle, column 4, lines 24-36). It is noted that Nagle does not explicitly teach the specific detection of collision or the specific detecting of "when the Nth part is hit" as claimed. However, Moore teaches such detection of "when the Nth part is hit" is well known in the art (Moore, page 290, column 1, collision detection). Thus, it would have been obvious to a person of ordinary skill in the art at the time the invention was made, in view of the teaching of Moore, to configure Nagle's system as claimed because the detection of being hit yields a realistic scene and enhances the game animation.

Claim 2 adds into claim 1 "the hit information is a force vector in the direction of hitting, and the processor further performing moving each of the parts through a rotation moment obtained by the force vector" which Nagle teaches in column 9, lines 36-50 (see also Moore, page 293, column 2, lines 12-14).

Claim 3 adds into claim 2 "sequential attenuating magnitude of the force vector while the vector force is transmitted to each of the parts" which Nagle teaches in column 10, lines 1-32 (see also Moore, page 295, column 1, figure 5).

Claim 4 adds into claim 1 "acting a rotational resistance force on each of the parts depending on the angular velocity of each of the parts" which Nagle teaches in column 16, lines 47-67.

Claim 5 adds into claim 1 "acting a restoring force for returning an object back to a given posture on each of the parts" which Nagle teaches in column 17, lines 20-62.

Claim 6 adds into claim 1 "switching processing from a play of the object's motion based on motion data to a generation of the object's motion through the physical

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simulation when the object is hit" which Nagle teaches in column 11, line 55 to column 12, line 6.

Claim 7 adds into claim 1 "switching processing from a generation of the object's motion through the physical simulation to a play of the object's motion based on motion data when a given condition is satisfied" which Nagle teaches in column 16, line 64 to column 17, line 46.

Claims 13-19 claim a computer program based on the system of claims 1-7; therefore, they are rejected under the same reason (Nagle, column 17, lines 48-62).

Claims 25-31 claim a method based on the system of claims 1-7; therefore, they are rejected under the same reason (Nagle, column 17, lines 48-62).

As per claim 8, Nagle teaches the claimed "image generation system" comprising: "a memory which stores a program and data for image generating" (Nagle, system memory 404); "at least one processor which is connected to the memory and performs processing for image generating, the processing performing playing a motion of an object formed by a plurality of parts based on pre-stored motion data" (Nagle, central processor 402, and figure 2A, body as a combination of joint parts), "generating the motion of the object through a physical simulation" (Nagle, column 4, lines 24-36) and "switching processing from a generation of the object's motion through a physical simulation to a play of the object's motion based on the motion data when a given condition is satisfied" (Nagle, column 16, line 64 to column 17, line 46). It is noted that Nagle does not explicitly teach the motion data "regardless of a position of a shooter" as claimed. However, Moore teaches such "motion data as regardless of a position of a

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shooter" is well known in the art (Moore, page 296, column 2, Non-Dynamic Objects)). Thus, it would have been obvious to a person of ordinary skill in the art at the time the invention was made, in view of the teaching of Courtney, to configure Nagle's system as claimed because the objects with normal activity regardless the interrupted factors before occurrence of collision yields a realistic scene and enhances the game animation.

As per claim 9, Nagle teaches the claimed "image generation system" comprising "a memory which stores a program and data for image generating" (Nagle, system memory 404); "at least one processor which is connected to the memory and performs processing for image generating, the processing performing playing a motion of an object formed by a plurality of parts based on prestored motion data" (Nagle, central processor 402, and figure 2A, body as a combination of joint parts), "generating the motion of the object through a physical simulation" (Nagle, column 4, lines 24-36) and "switching processing from a play of the object's motion based on motion data to a generation of the object's motion through a physical simulation when the object is hit" (Nagle, column 16, line 64 to column 17, line 46). It is noted that Nagle does not explicitly teach the motion data "regardless of a position of a shooter" as claimed. However, Moore teaches such "motion data as regardless of a position of a shooter" is well known in the art (Moore, page 296, column 2, Non-Dynamic Objects)). Thus, it would have been obvious to a person of ordinary skill in the art at the time the invention was made, in view of the teaching of Courtney, to configure Nagle's system as claimed

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because the objects with normal activity regardless the interrupted factors before occurrence of collision yields a realistic scene and enhances the game animation.

Claim 10 adds into claim 9 "switching processing from the generation of the object's motion through the physical simulation to the play of the object's motion based on the motion data, in at least one of cases where a given time period has elapsed after the object has been hit and where a parameter relating to the object reaches a given value" which Nagle teaches in column 16, line 15 to column 17, line 46.

Claim 11 adds into claim 8 "causing the object to perform a connecting motion which connects a motion generated by the physical simulation with a motion played based on the motion data" which Nagle does not explicitly teach. However, Moore teaches such "perform a connecting motion which connects a motion generated by the physical simulation with a motion played based on the motion data" is well known in the art (Moore, page 295, column 1, Articulated Rigid Bodies). Thus, it would have been obvious to a person of ordinary skill in the art at the time the invention was made, in view of the teaching of Courtney, to configure Nagle's system as claimed because the transition states' occurrence during the collision yields a realistic scene and enhances the game animation.

Claim 12 adds into claim 9 "causing the object to perform a connecting motion which connects a motion generated by the physical simulation with a motion played based on the motion data" which Nagle does not explicitly teach. However, Moore teaches such "perform a connecting motion which connects a motion generated by the physical simulation with a motion played based on the motion data" is well known in the

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art (Moore, page 295, column 1, Articulated Rigid Bodies). Thus, it would have been obvious to a person of ordinary skill in the art at the time the invention was made, in view of the teaching of Courtney, to configure Nagle's system as claimed because the transition states' occurrence during the collision yields a realistic scene and enhances the game animation.

Claims 20-24 claim a computer program based on the system of claims 8-12; therefore, they are rejected under the same reason (Nagle, column 17, lines 48-62).

Claims 32-36 claim a method based on the system of claims 8-12; therefore, they are rejected under the same reason (Nagle, column 17, lines 48-62).

As per claim 37, Nagle teaches the claimed "an image generation system" comprising: "a memory which stores a program and data for image generating" (Nagle, system memory 404); "at least one processor which is connected to the memory and performs processing for image generating, the processing performing playing a motion of an object formed by a plurality of parts based on prestored motion data" (Nagle, central processor 402, and figure 2A, body as a combination of joint parts), "generating the motion of the object through a physical simulation" (Nagle, column 8, lines 14-59) and "switching processing from a generation of the object's motion through a physical simulation to a play of the object's motion based on the motion data when the object is hit" (Nagle, column 11, lines 7-30); and "causing to perform a connecting motion which connects a motion generated by the physical simulation with a motion played based on the motion data" which Nagle does not explicitly teach. However, Moore teaches such "perform a connecting motion which connects a motion generated by the physical



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simulation with a motion played based on the motion data" is well known in the art (Moore, page 295, column 1, Articulated Rigid Bodies). Thus, it would have been obvious to a person of ordinary skill in the art at the time the invention was made, in view of the teaching of Courtney, to configure Nagle's system as claimed because the transition states' occurrence during the collision yields a realistic scene and enhances the game animation.

As per claim 38, Nagle teaches the claimed "an image generation system" comprising: "a memory which stores a program and data for image generating" (Nagle, system memory 404); "at least one processor which is connected to the memory and performs processing for image generating, the processing performing playing a motion of an object formed by a plurality of parts based on prestored motion data" (Nagle, central processor 402, and figure 2A, body as a combination of joint parts), "generating the motion of the object through a physical simulation" (Nagle, column 8, lines 14-59) and "switching processing from a generation of the object's motion through a physical simulation to a play of the object's motion based on the motion data when a given condition is satisfied" (Nagle, column 11, lines 7-30); and "causing to perform a connecting motion which connects a motion generated by the physical simulation with a motion played based on the motion data" which Nagle does not explicitly teach. However, Moore teaches such "perform a connecting motion which connects a motion generated by the physical simulation with a motion played based on the motion data" is well known in the art (Moore, page 295, column 1, Articulated Rigid Bodies). Thus, it would have been obvious to a person of ordinary skill in the art at the time the invention

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was made, in view of the teaching of Courtney, to configure Nagle's system as claimed because the transition states' occurrence during the collision yields a realistic scene and enhances the game animation.

Claims 39-40 claim a computer program based on the system of claims 37-38; therefore, they are rejected for the same reason (Nagle, column 17, lines 48-62).

Claims 41-42 claim a method based on the system of claims 37-38; therefore, they are rejected for the same reason (Nagle, column 17, lines 48-62).

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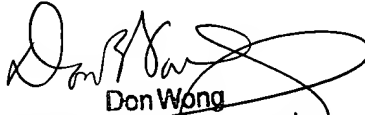
***Inquires***

3. Any inquiry concerning this communication or earlier communications from the examiner should be directed to Huedung Cao whose telephone number is (571) 272-1939.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Don Wong, can be reached on (571) 272-1834. The fax phone number for the organization where this application or proceeding is assigned is 703-872-9306.

4. Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see <http://pair-direct.uspto.gov>. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free).

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